# Basic Networking

## What Is The Purpose?

The purpose is to establish a channel of comunication between client and server for sending and receiving data. You can manage this information, as generates a XML file, JSON file, etc.

## Interfaces

- **Socket** → Contains data about socket connection.

- **ServerSocket** → For creating a connection link in the part of server.

## Classes

- **SocketHints** → To configure clients sockets, as the timeout connection.

- **ServerSocketHints** → To configure servers sockets.

## Create A Server Socket

```
ServerSocket server = Gdx.net.newServerSocket(Protocol.TCP, localhost,
6066, new ServerSocketHints());
```

If we need to change the timeout connection, for example, the new way is the following:

```
ServerSocketHints hints = new ServerSocketHints();
hints.acceptTimeout = 120;      // The time is in milliseconds.

ServerSocket server = new Gdx.net.newServerSocket(Protocol.TCP, 6066,
hints);
```

## Create A Client Socket

In the part of client, you need to make the following code:

```
Socket socket = Gdx.net.newClientSocket(Protocol.TCP, 123.456.789, 6066,
new SocketHints());
```

The same as change the timeout connection in the part of server, we make the following for the client:

```
SocketHints socketHints = new SocketHints();
socketHints.connectTimeout = 3000;      // The time is in milliseconds.

Socket socket = Gdx.net.newClientSocket(Protocol.TCP, 123.456.789, 6066,
socketHints);
```